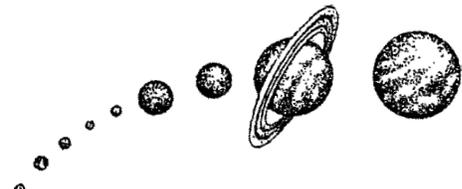


JPL *Stories*



Thursday,

April 24,

2003

4 PM to 5 PM

JPL Library,

Customer

Service Area,

west end of

Building 111

Room 104

Playing the greatest video game in the Solar system: Stories from a Mars Pathfinder Rover Driver

Presented by Brian Cooper, Designer of Sojourner's Rover Control Workstation and Cognizant Engineer for MER's Rover Sequencing and Visualization Program (RSVP), Section 348.

Hear what it was like to control Sojourner everyday from Earth using what many thought was a sophisticated video game interface. Hear about how fun it was to share the excitement of that mission with kids around the world. Learn about the importance of stereovision and 3D graphics for safe rover operations. What technical stepping-stones led to our approach to controlling Sojourner and will lead to our daily operations of the twin MER rovers?

Everyone is welcome.

